Who Wants to Be an Idiomaire?

Gamification

- Teacher's Insights -

This game is based on the TV show *Who Wants to Be a Millionaire?* and follows the same format.

The game format asks the questions one by one, allowing contestants to win the amount shown for each question (not accumulating each amount). However, if contestants get a question wrong, the game ends and they go home with the amount from the last milestone (£0, £1,000 or £32,000).

Contestants also have three (or four) lifelines, which we suggest you adapt in the following way:

- 50:50 lifeline (eliminate two wrong answers);
- phone a friend (answer the question for them); and
- ask the audience (allow students to use their phones for 60 seconds).

You may also give them one extra lifeline:

- ask one person in the audience (you can put the whole question into the translator and see if they are lucky and it 'understands' the idiom).

The correct answers are as follows:

- £100 a. very expensive
- £200 b. very rarely
- £300 a. allow them to go without punishment
- £500 d. go to bed
- £1K d. barking up the wrong tree
- £2K b. stop working for the day
- £4K c. under the weather
- £8K c. kill two birds with one stone
- £16K b. turn a blind eye
- £32K a. bigger fish to fry
- £64K c. driving you up the wall
- £125K a. get to the bottom of it
- £250K a. cheapskate
- £500K d. let the cat out of the bag
- £1M b. cold turkey

Of course, we recommend helping your students to make it to at least the £1K mark, and even if they do get knocked out 'early', play to the end of the game so they can see all of the idioms.

You may wish to finish by asking them speaking questions to use the idioms, such as 'What time do you usually hit the hay?' or 'When did you last feel under the weather?'.

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